

SNS-MT-USA

THE IREM SKINNS GAME



TM

INSTRUCTION BOOKLET



SUPER NINTENDO
ENTERTAINMENT SYSTEM



WARNING

**PLEASE READ THE ENCLOSED
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OR GAME PAK.**



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IREM AMERICA CORP
8335 154th Ave. N. E.
Redmond, WA 98052

THE IREM SKIN'S GAME



TM

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Irem
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GAME 1



SHOOT TO WIN!

Finally, the red-hot coin-op version of the Irem Skins Game has come home to the Super NES! You won't believe the realism of game play. You have to consider wind, the roll of the green and a lot more if you're going to win this round.

CHALLENGE IS PAR FOR THE COURSE

This 18-hole championship course is as tough as they come. And to stay in the game, you have to play by the rules and keep the number of strokes as low as you can. Watch those extra swings! Unlike action or adventure games, there's no "game over" to pull you off the course. Just play the 18, and shoot like Arnold Palmer!

SYSTEM

Item
1

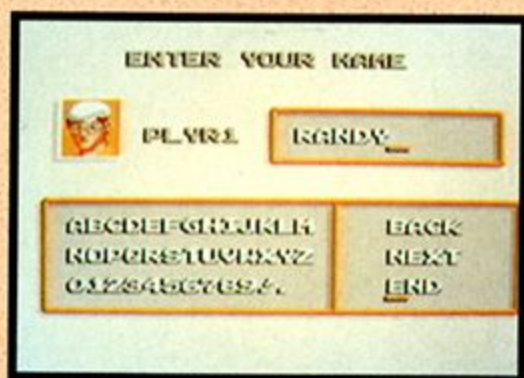
GETTING STARTED

Tighten your stance, sharpen your eye and get ready to take your best shot. Name your game!



Choose the number of players by pressing the bottom of the control pad. When the golf ball moves to the number you want, press the B button to enter it.

Enter your name by using the left/right control pad to move through the alphabet. Press the B button to lock in the letters of your name.



Before you tee up, you'll get an aerial view of each hole and a valuable tip on the best strategy for play.

THE FEARSOME FOURSOME

Each of the four golfers has special strengths and weaknesses. Know your player, and take your best shot!



Mr. LongShot



Player A

When this guy swings, the players two holes down the course may have to duck. This pro has power, but it can get out of control. He lacks finesse.



Mr. EvenHand



Player B

He's a good all-around player. He's played for years and has excellent control of distance and technique. He lacks enthusiasm which can be a problem.

PLAYERS

Irem
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Ms. StrongGreen



Player C

Her technical expertise is outstanding, and she has a very strong chipping and putting game. Distance is her only shortfall.



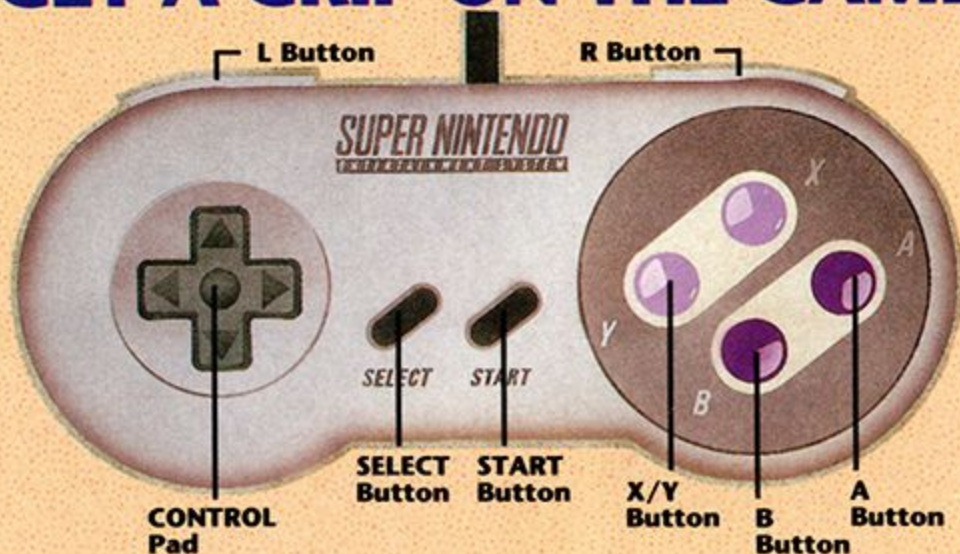
Mr. CurveClub



Player D

This fellow has a bagful of tricks including an incredible curve ball. His distance is about average, but he places the ball nicely.

GET A GRIP ON THE GAME

**CONTROL Pad:**

Adjusts the stance, the hitting direction, power and chooses a club.

L Button:

Moves the cursor to the left in the game screen.

R Button:

Moves the cursor to the right in the game screen.

SELECT Button:

Does not apply to the Skins game.

START Button:

Starts the game and opens/closes the score window in the game screen.

A Button:

Hits the ball.

B Button:

Moves the cursor to the right in the game screen, selects the mode in the option screen, and skips screen presentation.

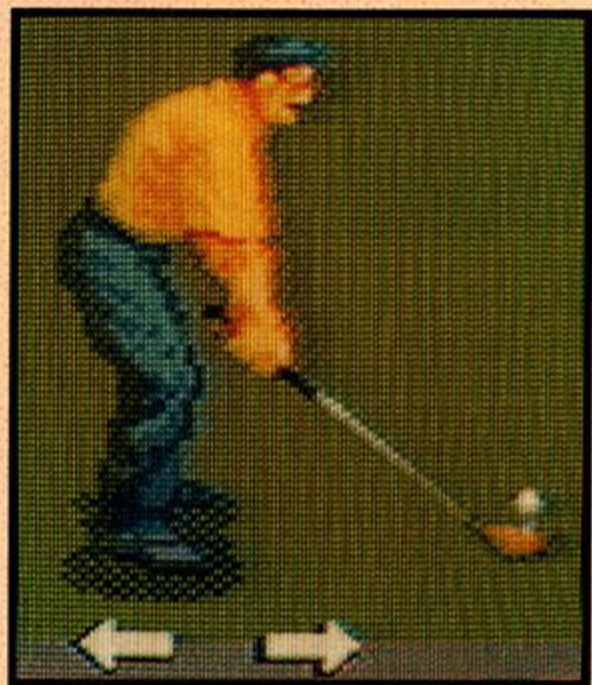
X/Y Button:

Use this to go back one screen (except from name input screen.) Also cancels names in the name input screen.

- 1 To Change Modes—
Press the B Button.
- 2 To Adjust Shots—
Use the CONTROL Pad.

D TEE UP

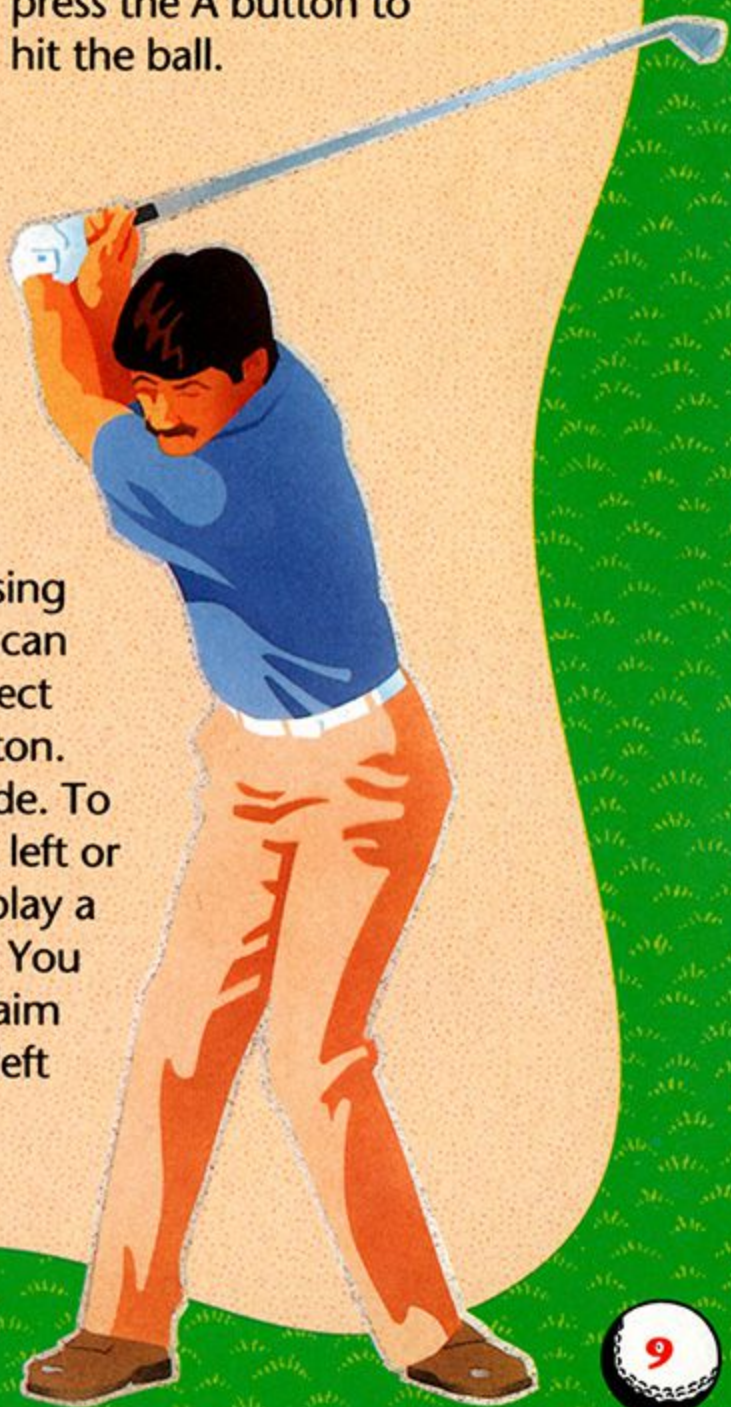
Item
1



Once in the power mode, press the control pad left to decrease the power of the shot and right to increase power. Once you are ready, press the A button to hit the ball.

KNOW YOUR GAME

The game starts out with the player in the club mode. By pressing the control pad left or right, you can change the club selection. To direct the player's shot, press the B button. You are now in the direction mode. To aim a shot, press the control pad left or right. To change your stance to play a hook or slice, press the B button. You are now in the stance mode. To aim your shot, press the control pad left or right. To change your hitting power, press the B button.



Irem
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GAME 5



GAME A SCREEN

A - Club:

Player selects a club.

B - Direction:

Player chooses the hitting direction.

C - Stance:

Player decides the hitting stance to make either a slice or a hook shot.

D - Power:

Player selects the hitting power.

SCREENS

Item
1

Spin Gauge:

When you see the triangle move up and down, press the "A" button to stop the gauge and hit the ball. When the mark points at the upper half of the gauge, a player makes a low shot. When it points to the lower half, he/she makes a high shot (back spin).

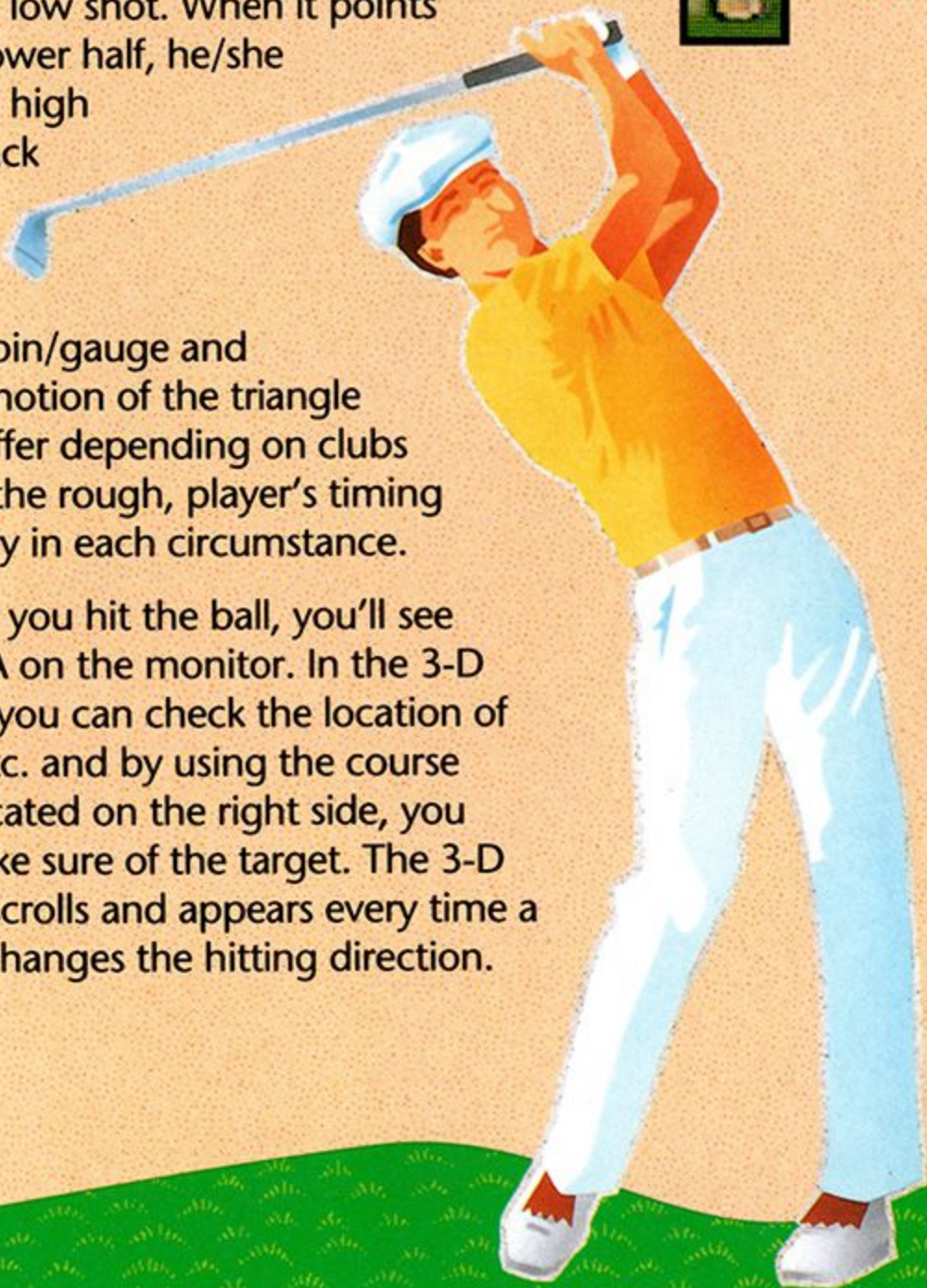
As the length of the spin/gauge and speed/motion of the triangle mark differ depending on clubs and/or the rough, player's timing may vary in each circumstance.

Before you hit the ball, you'll see screen A on the monitor. In the 3-D screen, you can check the location of trees, etc. and by using the course map located on the right side, you can make sure of the target. The 3-D screen scrolls and appears every time a player changes the hitting direction.



◀ *Low Shot*

◀ *High Shot*



GAME
B
SCREEN

When a player hits the ball in screen A, screen B (monitor angled from above) appears and scrolls by following the ball. Screen A and B alternate until the ball gets on the green.



SCREENS

Item
1

When the ball gets on the green, screen C appears on the monitor. In this screen there are direction and power gauges but not selection of clubs or stance. A player reads the green and putts the ball.

GAME **C** **SCREEN**



Slope Direction Indicator

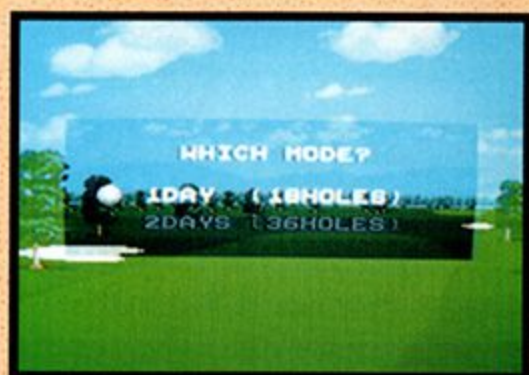
TOURNAMENT MODE

A player's goal is to win the first prize in a tournament.



Select the Tournament Mode in the option screen.

Select the option of an 18 or 36 hole tournament.



Tournament Leaders			
1	STEVE	- 2	5H
	MAX	- 2	5H
3	RANDY	- 3	3H
	DONNA	- 1	3H
	ARNOLD	- 1	6H
	MIKE	- 1	4H
	JOHN	- 1	5H
	AL	- 1	3H
	BUTCH	- 1	4H
10	FRANK	EVEN	4H
	JAN	EVEN	2H

What's the score? Check it out and watch it change.

MODE

Item
1

SKINS GAME MODE

Each of 18 holes has a jackpot. After each hole, the pro with the best score gets the "green."



Select the Skins Game Mode in the option screen.

Find out who's winning the skins, remember—luck can change.



SKINS GAME		
PLAYER	ROLE	PRIZE
RANDY 5 SKINS \$50,000	1	10,000
	2	
	3	
	4	
	5	40,000
	6	10,000
	7	
	8	
	9	
	10	
DORING 1 SKIN \$20,000	11	
	12	
	13	
	14	
	15	
	16	
	17	
	18	
LEAVING		

The stakes are high, the course is tough, and you're going to have to play it cool to win.

MATCH PLAY MODE

Two players compete with each other. After each hole, the low score player wins. At the end of 18 holes, the golfer who won the most holes takes the prize.



Select the Match Play Mode in the option screen.

Tally up the holes as you play. How does your game add up?

MATCH PLAY	
EXTRA ROLE	
HOLE	PLVRE COMP
1	Δ ○
2	Δ ○
3	Δ ○
4	Δ ○
5	Δ ○
6	Δ ○
7	Δ ○
8	Δ ○
9	Δ ○
10	Δ ○
11	Δ ○
12	Δ ○
13	Δ ○
14	Δ ○
15	Δ ○
16	Δ ○
17	Δ ○
18	Δ ○

SCORE	
PLVRE	COMP
DOWN	2 UP

MODE

Item
1

STROKE PLAY MODE

Players compete with each other. At the end of 18 holes, the low score golfer wins.



Select the Stroke Play Mode in the option screen.

HOLE	YARD	PAR	PLV1	PLV2	PLV3	PLV4
1	432	4				
2	453	4				
3	202	3				
4	562	5	10			
5	478	4				
6	438	4				
7	226	3				
8	384	4				
9	522	5				
10	512	4				
11	387	4				
12	448	4				
13	176	3				
14	648	5				
15	482	4				
16	391	4				
17	578	5				
18	194	3				
TOTAL	7584	72				

Was that a stroke of genius or just a lucky shot?



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IREM AMERICA CORP.
8335 154TH AVE NE REDMOND, WA 98052-3865



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